plastic. When an electric voltage is applied to the light-absorbing particle film via the conductive-coated surfaces, the suspended particles may line up in a straight line to all light to flow through. The light valve **71** thus may appear transparent. Once the electric voltage is removed, however, the suspended particles may move back into a random alignment to block the light, causing the light valve **71** to appear opaque.

[0048] By varying the voltage applied to the suspended particle device, the amount of light allowed to pass through the device may be varied, allowing the device to appear transparent, opaque, or any shade in between. For example, **FIG. 2B** illustrates the light valve **71** with a substantially maximum voltage applied to the light valve **71**, allowing the light valve **71** to maintain a substantially transparent orientation and allowing the secondary display **73** to be viewable through the light valve **71**. **FIG. 2C** illustrates the light valve **71** with approximately fifty percent (50%) of the maximum voltage applied, such that the light valve **71** may maintain a semi-opaque orientation, which still allows the textual subject matter and images of the secondary display **73** to be viewed. As illustrated in **FIG. 3**C, when the light valve **71** is in a semi-opaque configuration, the secondary display **73** may have a changed appearance. For example, the secondary display may have a changed color, contrast, brightness, or the like. Finally, **FIG. 2D** illustrates the light valve **71** with a substantially negligible voltage applied such that the curtain device maintains a substantially opaque orientation, which may effectively block the secondary display device **73** from being viewable.

[0049] It will be understood that the light valve **71** may be any physical shape and may have any number of light display attributes, including, for example, any number of supported colors, and any number of obtainable contrast and/or brightness settings. Similarly, it will be understood that while the light valve **71** is shown as a separate element from the secondary display **73**, the light valve **71** may be integrated within the secondary display **73**. Furthermore, while the light valve **71** and the secondary display **73** are illustrated as single elements, it will be understood that any number of light valves **71** and displays **73** may be utilized to create any number of display opportunities. Additionally, the light valve **71** may comprise any known or yet to be developed type of light valve, including, by way of example, a liquid crystal light valve or an electrochromic light valve. Still further, although the secondary display **73** is shown to be separate from the display unit **70**, it should be understood that the secondary display could be generated by the display unit **70**, i.e., the secondary display could be a small subportion of the display unit **70**.

Gaming Unit Electronics

[0050] **FIG. 3** is a block diagram of a number of components that may be incorporated in the gaming unit **20**. Referring to **FIG. 3**, the gaming unit **20** may include a controller **100** that may comprise a program memory **102**, a microcontroller or microprocessor (MP) **104**, a random-access memory (RAM) **106** and an input/output (P/O) circuit **108**, all of which may be interconnected via an address/data bus **110**. It should be appreciated that although only one microprocessor **104** is shown, the controller **100** may include multiple microprocessors **104**. Similarly, the memory of the controller **100** may include multiple RAMs **106** and multiple program memories **102**. Although the **1/0** circuit **108** is shown as a single block, it should be appreciated that the **1/0** circuit **108** may include a number of different types of **1/0** circuits. The RAM(s) **104** and program memories **102** may be implemented as semiconductor memories, magnetically readable memories, and/or optically readable memories, for example.

[0051] Although the program memory **102** is shown in **FIG. 3** as a read-only memory (ROM) **102**, the program memory of the controller **100** may be a read/write or alterable memory, such as a hard disk. In the event a hard disk is used as a program memory, the address/data bus **110** shown schematically in **FIG. 3** may comprise multiple address/data buses, which may be of different types, and there may be an I/O circuit disposed between the address/data buses.

[0052] **FIG. 3** illustrates that the control panel **66**, the coin acceptor **52**, the bill acceptor **54**, the card reader **58**, the ticket reader/printer **56** the secondary display **73** and the light valve **71**, may be operatively coupled to the I/O circuit **108**, each component being so coupled by either a unidirectional or bidirectional, single-line or multiple-line data link, which may depend on the design of the component that is used. Additionally, the speaker(s) **62** may be operatively coupled to a sound circuit **112**, that may comprise a voice- and sound-synthesis circuit or that may comprise a driver circuit. The sound-generating circuit **112** may be coupled to the I/O circuit **108**.

[0053] The components **52, 54, 56, 58, 66, 71, 73, 112**, as shown, may be connected to the I/O circuit **108** via a respective direct line or conductor. Different connection schemes could be used. For example, one or more of the components shown in **FIG. 3** may be connected to the I/O circuit **108** via a common bus or other data link that is shared by a number of components. Furthermore, some of the components may be directly connected to the microprocessor **104** without passing through the I/O circuit **108**.

[0054] **FIG. 3A** illustrates one example of the light valve **71**. Referring to **FIG. 3A**, the light valve **71** may include a plurality of particles **120** suspended between two panes of glass or plastic **122**. The particles **120** may be responsive to electrical charges. The panes **122** may be coated with a conductive material **124**. The conductive material may be connected to an electrical voltage **126**, which may be variable to increase or decrease the amount of electricity applied to the conductive material **124**.

[0055] **FIGS. 3B and 3C** illustrate an example of the light valve **71** in operation. Referring to **FIG. 3**B, the electrical voltage **126** may be "OFF" causing the conductive material **124** to carry a negligible charge. The particles **120** may randomly disperse between the conductive material **124** absorbing light and causing the light valve **71** to appear opaque. As a result, the secondary display **73** may be hidden from sight.

[0056] Referring to **FIG. 3**C, the electrical voltage may be "ON" causing the conductive material **124** to carry an electrical charge. The particles **120** may align between the conductive material **124** in response to the electric charge. As the particles align, light may pass through the light valve **71**, causing the light valve **71** to appear transparent, thereby revealing the secondary display **73**.